GOLF

Hit

Hit

Hit

Cum Score

Driver

•3 Wood

•5 Wood

•3 Iron

•5 Iron

•7 Iron

•9 Iron

Wedge

Putter

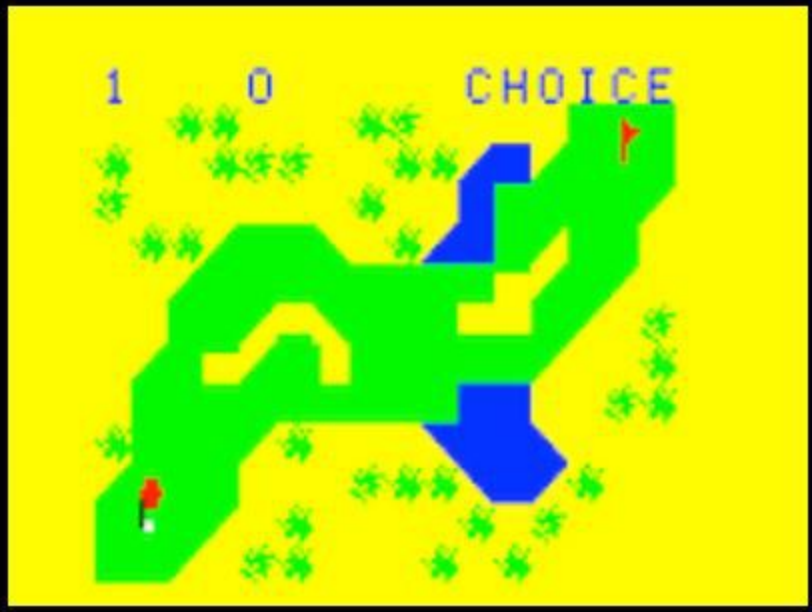
Golf

Grade: C-

Publisher: UA (1983)

Readers: B+ (4 votes) Vote

Reviewed: 2022/1/21



This game is similar to Golf (Atari 2600, 1977) except more sophisticated because you get to pick your clubs. There's a single nine-hole course. The holes are angular but challenging with trees, water, and expansive sand traps. For some reason the out-of-bounds areas are completely covered with sand. *That's rough!*

You control a little red golfer with a black club. You select your club before each shot via some non-intuitive keypad mappings. You might expect the driver would be 1 and your three-wood would be three, but *nope* - you'll find those at 4 and 5. Hmmm...

The longer you hold the button, the harder your swing - *in theory*. The ball doesn't travel nearly as far as it should, so don't even attempt to cross water. You won't gain much height either, so avoid the trees too. Putts don't travel very far no matter how long you hold down the button.

After each shot your golfer is moved into place for the next one so you don't have to lug his ass around the course. Aiming is tricky because your angles are limited. You position yourself around the ball by pressing up or down, which takes some getting used to. Should you manage to sink a hole in three shots you'll hear celebratory clapping which could be mistaken for gunfire.

After nine holes the game displays your final score. Golf would be better if the ball traveled further and there weren't so many hazards. Still, I like how you can play a round in 15 minutes. It leaves you with the impression you might want to play it again sometime. © Copyright 2022 The Video Game Critic.

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Our high score: 66

1 or 2 players

Golf

--	Hi	Sc
Dr	3W	5W
3I	5I	7I
9I	We	Pu

Hi: hit
Sc: cumulative score
Dr: driver
We: wedge
Pu: putter
#I: # iron
#W: # wood

Paddle up and down rotate your golfer clockwise and anticlockwise around the ball, respectively.